



## Digital Storytelling Resources

Check out the BrainGlow website for more resources, updates and additions at:

<http://www.bavc.org/brainglow/>

## TEACHER/CURRICULUM RESOURCES

### **CENTER FOR MEDIA LITERACY**

Over the decades, CML has built a reputation for providing clear explanations and relevant connections about media and technology and their impact on our culture, our schools and ourselves, especially children and young people.

[www.medialit.com](http://www.medialit.com)

### **THE CHALLENGE 2000 MULTIMEDIA PROJECT**

This site has great resources for teachers with online curriculum and examples for in the classroom.

<http://pblmm.k12.ca.us/>

### **CHICAGO NEIGHBORHOOD LEARNING NETWORK**

The Chicago Neighborhood Learning Network ("CNLN") is an innovative consortium of schools, community members and neighborhood organizations uniting to provide technologically underrepresented Chicago communities with access to information technology and guidance in its effective uses as a tool that maximizes learning outcomes. Through its website, programs and site partners, the CNLN seeks to expand learning beyond traditional time and classroom constraints. Additionally, learning in the CNLN is product-oriented, with activities resulting in consumer-created lesson plans reflective of community educational needs and interests.

<http://www.cnln.cps.k12.il.us/programs.html>

### **CLASSROOM CONNECT**

Classroom Connect is an award-winning provider of professional development programs and online instructional materials for K-12 education. They also have a conference for educators, held in ten cities nationwide annually around technology.

<http://www.classroom.com/>

### **COMPUMENTOR**

CompuMentor is one of the nation's leading nonprofit technology assistance organizations. They help nonprofit organizations and schools use technology more effectively to achieve their missions. Ultimately, their behind-the-scenes work benefits low-income and underserved populations.

<http://compumentor.org/>

### **COMPUTER DRAWING AND ANIMATION**

Watch still images come to life using the multimedia program HyperStudio and 8th grade imagination. This site has great ideas to bring animation in to your classroom.

<http://www.fi.edu/fellows/fellow5/may99/index.html>

### **CTCNET**

CTCNet brings together agencies and programs that provide opportunities whereby people of all ages who typically lack access to computers and related technologies can learn to use these technologies in an environment that encourages exploration and discovery and, through this experience, develop personal skills and self-confidence.

<http://www.ctcnet.org/>

### **THE DIGITAL CAMERA IN EDUCATION**

Provides information on the portable handheld digital still camera and how it can be used to assist in the educational process.

<http://www.drscavanaugh.org/digitalcamera/>

### **DISCOUNTECH**

Discountech is the leading nonprofit distributor of donated and discounted technology products and services. They are a source for technology donations like office applications, networking equipment, fundraising software, accounting software, and other donated computer applications. No technology grants are required. Learn more by checking out their site.

<http://www.techsoup.org/DiscounTech/default.asp>

### **EDUHOUND**

Eduhound is an education portal that includes K-12 lesson plans, Spanish versions, teaching & learning tools and a clipart gallery.

<http://www.eduhound.com/>

### **EDUTOPIA – GEORGE LUCAS EDUCATION FOUNDATION**

The George Lucas Educational Foundation (GLEF) is a nonprofit operating foundation that documents and disseminates models of the most innovative practices in our nation's K-12 schools. They serve this mission through the creation of media -- from films, books, and newsletters, to CD-ROMS.

<http://edutopia.org/>

### **ENT LIBRARY INTEGRATING TECHNOLOGY WITH CURRICULUM RESOURCES**

This is a great list of resources.

<http://learnweb.harvard.edu/ent/library/list.cfm?category=Integrating%20Technology%20with%20Curriculum&reviewed=N>

### **EXAMPLES OF EFFECTIVE RECRUITMENT STRATEGIES IN YOUTH PROGRAMMING**

PEPNet offers a downloadable guide, "Examples of Effective Recruitment Strategies in Youth Programming," on best practices in recruiting young people into a program.

<http://www.nyec.org/pepnet/reports/RecruitingStrategies02.doc>

### **FAXINATION**

Faxination is from around the globe, an international animated cartoon project made by young people, who are using the fax machine and the net. The project invites groups, or individuals, to contribute sequences of drawings, which are then transmitted by fax (or by email) to various international locations to be added to a series of animated projects known as The Fax Film Roads. The 'roads' develop as other people and groups contribute further to the work. The FAXINATION centre collects, archives and forwards all of the resulting images in order to make an animated program, which can be then broadcast or published on the web. The FAXINATION centre also provides tutorial pages to help people develop their own new ideas. The collaboration between the organizers and the young artists evolves through a step-by-step process, much like distance learning, using telephone lines as a means for artistic creation.

<http://www.faxcination.com>

### **HIDDEN HEROES**

Hidden Heroes is a hands-on, standards-based curriculum that asks youth to tell the stories of their communities through the heroes and leaders who live and work there. Integrating media literacy and production tools, Hidden Heroes encourages youth to capture those stories on video, and then publish the footage in creative and engaging ways.

<http://www.hiddenheroes.com/index.php>

### **INSPIRATION TEACHER SCHOLARSHIPS**

Inspiration Software is committed to supporting K-12 educators as they use graphic organizers and other visual learning tools to help students develop strong thinking and organizational skills and improve their academic performance. Check out the scholarships they have to offer.

<http://www.inspiration.com/prodev/index.cfm?fuseaction=scholarship>

### **INTERNATIONAL TECHNOLOGY EDUCATION ASSOCIATION**

ITEA is the largest professional educational association, principal voice, and information clearinghouse devoted to enhancing technology education through experiences in our schools (K-12). Its membership encompasses individuals and institutions throughout the world with the primary membership in North America.

<http://www.iteawww.org>

### **JUST THINK**

Just Think teaches young people to understand, evaluate, and create media messages. They deliver vital programs that foster critical thinking and creative media production, believing that the independent voices of youth can powerfully impact local and global communities. They deliver media literacy & production workshops for youth, as well as multimedia curriculum for educators

<http://www.justthink.org>

### **KQED EDNET**

KQED Education Network inspires learning and enriches communities through the power of media.

[www.kqed.org/ednet](http://www.kqed.org/ednet)

### **ESU 4 TECHNOLOGY WEBSITE**

This site has web links for art, business, English, math, technology, science and social studies.

<http://www.esu4.org/index.html>

### **MEDIA EDUCATION FOUNDATION**

The Media Education Foundation is a non-profit educational organization devoted to media research and production of resources to aid educators and others in fostering analytical media literacy. They believe that a media literate citizenry is essential to a vibrant democracy in a diverse and complex society.

<http://www.mediaed.org/>

### **MICROSOFT EDUCATION**

Microsoft has many pages dedicated to teachers with tutorials and lessons for educational purposes. Check it out!

<http://www.microsoft.com/education/?ID=schools>

### **MULTIMEDIA SCHOOLS**

An online journal of technology for education, including multimedia, CD-ROM, online, internet and hardware in K-12.

<http://www.infotoday.com/MMSchools/>

**My eCoach**

My eCoach(r) provides personalized professional development services, tools, and products to educators and non-educators. Their site provides a wealth of information including a free eLibrary of copyright-friendly images, video clips, sound bytes, handouts, and templates.

[www.my-ecoach.com](http://www.my-ecoach.com)

**NEW MEXICO MEDIA LITERACY PROJECT (NMMLP)**

Since 1993, the New Mexico Media Literacy Project (NMMLP), an outreach project of Albuquerque Academy, has brought the media literacy message to hundreds of thousands of children and adults across New Mexico and the nation. We provide dynamic speakers, multimedia workshops, and unique videos and CD-ROMs on a variety of media literacy topics.

<http://nmmlp.org/>

**OPEN SOCIETY INSTITUTE & SOROS FOUNDATION NETWORK - YOUTH INITIATIVE**

The Youth Initiative aims to develop the analytical, research, and self-expression skills that young people need to think critically about their world and to engage actively in the U.S. democracy.

<http://www.soros.org/youth/guidelines.htm>

**www.pluginCINEMA.com**

They aim to provide you with all that you need to create your own films. There is a film school with interactive exercises, a glossary explaining all the technical aspects you will come across, links to suppliers for equipment and books as well as bulletin boards, articles, news, and films.

[www.plugincinema.com](http://www.plugincinema.com)

**POETIC LICENSE**

Poetic License captivates the power of youth poetry and spoken word. This site has in depth resources and curriculum for educators looking to integrate spoken word poetry in to their classroom or after school programs. Check this site out to learn more.

<http://www.itvs.org/poeticlicense/index.html>

**STATE TECHNOLOGY-RELATED LESSON PLANS**

Many states have sites at which teachers produce technology-related lesson plans. For instance, Louisiana teachers submit lessons to and access lessons from the Making Connections Website, which has Louisiana Standards and Benchmarks.

<http://www.doe.state.la.us/conn/index.php>

**TEACHER 2 TEACHER**

They are as their name Teacher2Teacher says, a team of teachers. Their goal is to help fellow educators integrate the use of computer hardware and software into the classroom curriculum. They strive to help educators gain the full benefit of the technology investment that's been made by their school/district. Every month, download a new FREE How To skill set, an interactive Viewlet, and an Activity.

<http://www.createdbyteachers.com/>

**TEACH-NOLOGY.COM**

TeAch-nology.com offers teachers FREE access to 19,000 lesson plans, 5,600 printable worksheets, over 200,000 reviewed web sites, rubrics, educational games, teaching tips, advice from expert teachers, current education news, teacher downloads, web quests, and teacher tools for creating exciting classroom instruction.

<http://www.teach-nology.com/>

**WestEd**

WestEd is a nonprofit research, development, and service agency. They provide administrators, teachers, parents and others in the education community with information about available technology, how to make appropriate choices for their student population and learning needs and how to use technology most effectively to support teaching and learning.

<http://www.wested.org/cs/we/view/area/12>

**YOUTHLEARN**

The YouthLearn Initiative offers youth development professionals and educators comprehensive services and resources for using technology to create exciting learning environments.

YouthLearn, created by the Morino Institute and now led by Education Development Center, Inc. (EDC), provides the tools you need to start or strengthen both after-school and in-school programs.

<http://youthlearn.org/>

